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**ATARI**

Part # 22617M

**XBOX**



# TRANSWORLD SNOWBOARDING



**ATARI**



## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information.** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn into the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

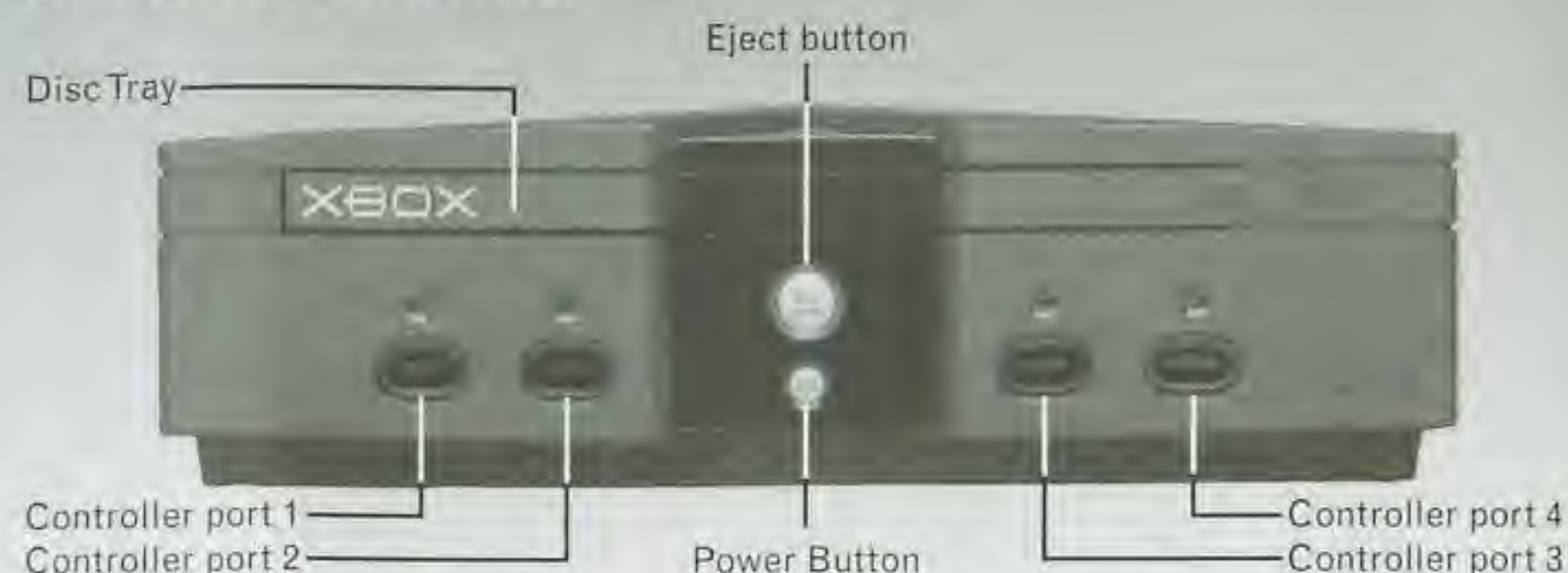
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## GETTING STARTED



### Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **TransWorld SNOWboarding** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **TransWorld SNOWboarding**.

### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **TransWorld SNOWboarding**.

## CONTROLS

- |                                    |       |   |
|------------------------------------|-------|---|
| Left thumbstick                    | ..... | Carving and air tricks  |
| Directional pad up/down            | ..... | Adjust gameplay camera  |
| <b>A</b> button                    | ..... | Press and hold, release to ollie.   |
| <b>X</b> button                    | ..... | Speed Boost   |
| <b>B</b> button or <b>Y</b> button | ..... | Rail  |
| Left and Right triggers            | ..... | Switch stance and land combos   |
| <b>BACK</b> button                 | ..... | Reset to level center   |
| <b>START</b> button                | ..... | Pause   |
| <b>White</b> button                | ..... | Music Track Forward – Press once to skip one song forward in the current music playlist.                                      |
| <b>Black</b> button                | ..... | Music Track Rewind – Press once to restart the current song. Press twice to skip one song back in the current music playlist. |



## Carving and Air Tricks

Move the the left thumbstick left and right to carve left and right on the slopes. Move the left thumbstick up to go into a speed tuck. You can also do air tricks by moving the left thumbstick after performing an ollie. Move the left thumbstick up while in mid-air to perform a front-flip. Move the left thumbstick down while in mid-air to perform a backflip. To spin in the air, move the left thumbstick right or left. Move the left thumbstick to any angle to create different types of spinning flips.

## Ollie

To perform an ollie, press and hold the **A** button. Release the **A** button to spring up into an ollie.

## Speed Boost

When you pull a trick you earn Speed Boost. The amount of Speed Boost you currently have is shown in the Speed Boost meter in the Heads-Up Display. Press the **X** button to use the Speed Boost for insane air or just to go really freakin' fast. For more details on the Heads-Up Display, see page 7.

## Railing

To balance on a rail, press and hold the **B** button and use the left thumbstick for balance. Pull the left and right triggers to perform rail spins. While on a rail, press the **B** button while holding the **X** button to use Speed Boost. Press the **A** button to ollie off the rail.

## Switch Stance

While on the ground, press the left trigger or right trigger to switch your stance. Switching your stance is also a good way to check your speed if you are moving too fast.

## Combos

Pull the left then right trigger or the right then left trigger in quick succession just before you land to perform a combo. Combos are only possible on perfect and normal landings. If done correctly, the Combo timer will appear on-screen and you will have a few seconds to perform another trick. Mastering combos are the only way to achieve the Super Pro scores in the TransWorld Tour.

## Reset

When you're lost or stuck, press the **BACK** button to reset your position back to the main part of the run.

## Pause Menu

Press the **START** button to bring up the in-game Pause Menu. Here you can change music, view level goals and other options.

## Basic Grabs

There are eight basic grabs that you can perform by moving the right thumbstick in any of eight directional combinations of up/down and right/left. While in the air, hold any of the eight thumbstick positions to perform a basic grab.

## Advanced Grabs

There are eight advanced grabs, that you can perform by pressing and holding the right thumbstick button while moving the right thumbstick in any of eight directional combinations of up/down and right/left. While in the air, hold any of the eight stick positions to perform an advanced grab.

## Replay Controls

The replay starts automatically at the end of each run. Use these controls to view your replay from various angles:

Right thumbstick left/right . . . . .Pan left/right

Right thumbstick up/down . . . . .Zoom in/out

**Y** button . . . . .Hide the menu overlay

**START** button . . . . .Pause Menu

## THE HEADS-UP DISPLAY



Timer

Trick Combo List and Point Value

Total Score

Speed Boost Meter

Switch Position Indicator (Boarder Rally only)



## MAIN MENU

### TransWorld Tour

Welcome to the TransWorld Tour! The 10 top professional snowboarders in the world have been gathered to take on seventeen of the most insane mountains ever. At each location you must conquer challenges and complete enough goals to unlock the next level. Look out for photographers positioned around each level as well. Do a big trick and you may be rewarded with a TransWorld SNOWboarding cover, or even a new snowboard. To win the Tour (and the secret surprise at the end) you must complete all level goals with your selected boarder.

The TransWorld Tour is broken down into five types of levels, each with various goals and objectives:

**Slopestyle** – These medium-size levels are the ultimate combination of tricks and speed. Focus on big tricks, combos and exploration of hidden areas.

**Halfpipe** – These levels are very similar to skateboarding halfpipes, but longer. The goal is to make it to the bottom. Go from wall to wall hucking huge tricks on each side. Watch for rails that you can hit along the top of some pipes.

**Boarder Rally** – Find the fastest way to the bottom of the run while racing against other competitors. Do some tricks and build up your Speed Boost to achieve maximum speed.

**Straight Jump** – These are the shortest levels. Focus on doing the biggest possible tricks over a few huge jumps. Try to use your Speed Boost when heading for the final wall to get as much air as possible on your last jump.

**Backcountry** – These are the biggest levels in the game, offering an insane amount of freedom and countless lines to the bottom. Try to find the hidden lines and big gaps to score maximum points.



### Single Session

Try levels one at a time without the pressure of achieving level goals. Initially, you can only play the first three levels of the game. As you progress through the TransWorld Tour, unlocked levels become available in the Single Session mode. High scores are recorded and made to be broken.

### Time Attack Mode

Try to beat your best time on certain runs — Straight Jump and Halfpipe levels have no Time Attack option. After your first attempt, your best run is replayed as a "ghost," a partially transparent character that you cannot collide with. Compete against your ghost to set the new best time for each level.

### Freeride

No time limits, no scores — just you versus the mountain. Use this mode to find and explore hidden areas, sharpen your skills, or just go huge! Only the first three levels are available in this mode until you unlock more in the TransWorld Tour.

### Multiplayer

**Split-Screen** — You and up to three friends compete in a split-screen battle. Try to outscore or outrace your opponents to the end of the level. Halfpipe and Straight Jump levels are not available in this mode.

**Super Pro Mode** — Allows you and up to three friends to compete with limited time. Each player chooses a boarder and you choose one of the available levels. Each player takes turns trying to score as many points as possible in the best sections of the level. Running point totals are kept, as are consecutive wins. Winning four in a row wins the Super Pro mode. Be creative! The most obvious path is not always the best path to score the most points in a limited amount of time. Use your combo landings to rack up more points.

**Note:** In both multiplayer modes, controller port 1 is always player 1, controller port 2 is always player 2, controller port 3 is always player 3, and controller port 4 is always player 4.

### Videos

There's a lot of cool stuff here, including videos from our sponsors, videographers and bands. Videos unlocked in the TransWorld Tour mode such as Bios and Wipeouts are also available here under Rewards.



## OPTIONS

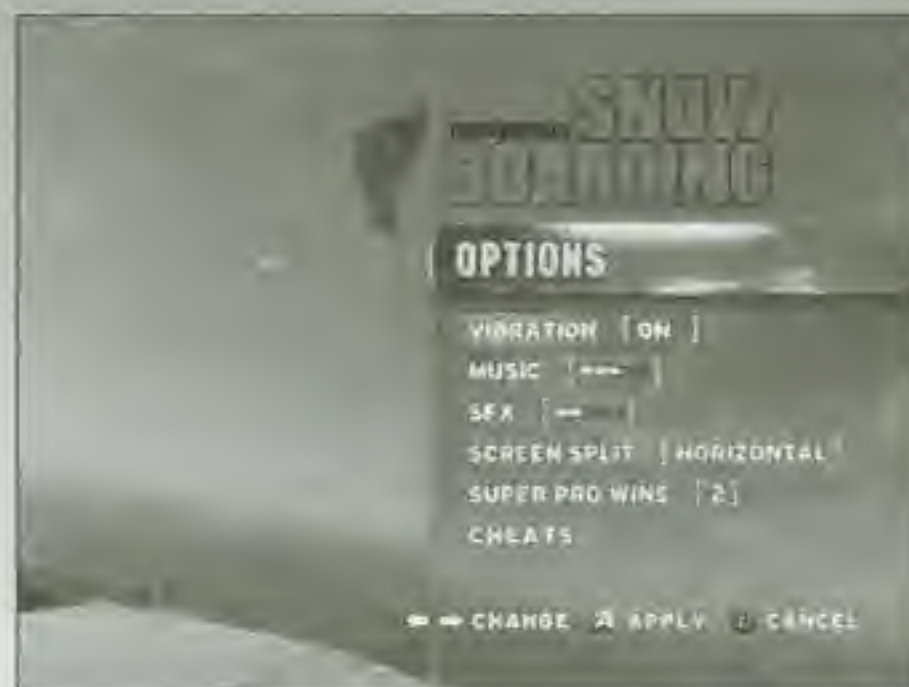
**Audio** — Change the volume of the music, sound effects, and announcer.

**Vibration** — Turn the vibration function ON and OFF.

**Select Soundtracks** — Select from any of the five soundtracks, including Punk, Rock, Hip-Hop, Electronic and All. If you have a user-created Soundtrack stored on your Xbox hard disk, you can also select it here.

**Edit Soundtracks** — Edit any of the five music soundtracks. (See Music Soundtracks section on page 11 for more details).

**Credits** — Check out the people who made this experience possible.



## BASIC TRICKS

**Note:** All directions assume a regular-foot stance. The Character Select screen shows whether you have selected a regular- or goofy-foot rider. Frontside and backside rotations are the only things reversed for goofy-foot snowboarders.

### Carving

Try putting different amounts of pressure on the left thumbstick to create different carves. Push hard to carve a sharper turn or soft to carve a wider, smoother turn. Different snow, ice, and powder surfaces will affect the way your boarder turns.

### Ollie

Hold down the **A** button to crouch and get ready to ollie. Try to release the **A** button at the very top of the jump for maximum air. Hold the **A** button longer to create a bigger jump, or just tap it to hop up onto a rail.

### Frontside and Backside

Riders can spin in either direction. When a regular-foot snowboarder spins counter-clockwise, they are spinning frontside, and when they spin clockwise they are spinning backside. Some level goals require specific frontside and backside tricks, so pay careful attention to which is frontside and which is backside for the character you select.

### Switch

Snowboards also allow riders the ability to go switch or normal. When regular-foot riders have their left foot forward, they are in a normal stance, but when the right foot is forward, they are in a switch stance. Riding switch also reverses frontside and backside stance, so watch the on-screen indicator to see if you are riding normal or switch stance.

## Landing

Landing a big trick is as important as performing it correctly. Try to land with your board pointed straight down the hill to get a Perfect landing and the most possible points. This is also the best way to carry your speed toward the next jump. If you land a trick and no landing type appears in your trick summary, you performed a Normal landing. Landing types affect your overall score multiplier for your tricks. Perfect landings double your score, Normal landings maintain your current multiplier, and Lousy landings cut your multiplier in half.

## ADVANCED TRICKS

### Spins

After you ollie, immediately push left or right on the left thumbstick to spin your rider flat in the air. Continue to hold the direction to keep spinning. Release to stop spinning. Try to straighten out for your landing.

### Corkscrew Spins

After you ollie, immediately push left or right with some up or down angle on the left thumbstick. This will result in a Corkscrew spin where the rider spins on an axis related to the angle selected. If your rider starts to flip over, correct your spin angle to flatten the spin out before landing.

### Flips

After you ollie, immediately push up or down on the left thumbstick to flip your rider in the air. Push up for frontflips, down for backflips, for as long as you hold the thumbstick. Try to release the flip when the snowboarder is in an upright position. Your character will always try to return to center, but if it's inverted too far, it will crash.

### Spinning Flips

After you ollie, immediately push up or down with some left or right angle on the left thumbstick to spin while flipping. Front-spinning and back-spinning flips are the highest scoring tricks in the game. Try different combinations of flips and spins. Do lots of spins in one flip (like a 1080 Frontflip) or fewer spins in more flips (like a 360 Double Inverted Rodeo).

### Spinning Flip Options:

**Rodeo** — Backflip with a frontside or backside 360 rotation or more.

**McTwist** — Front flip with a backside 540 rotation or more.

**Haakon Flip** — Switch backflip with a frontside 720 rotation.

**90 Roll** — Backflip with a backside 180 rotation.

**Barret Flip** — Front flip with a backside 180 rotation.

**Hetzel Flip** — Front flip with a frontside 180 rotation.

**Wet Cat** — Front flip with a backside 900.

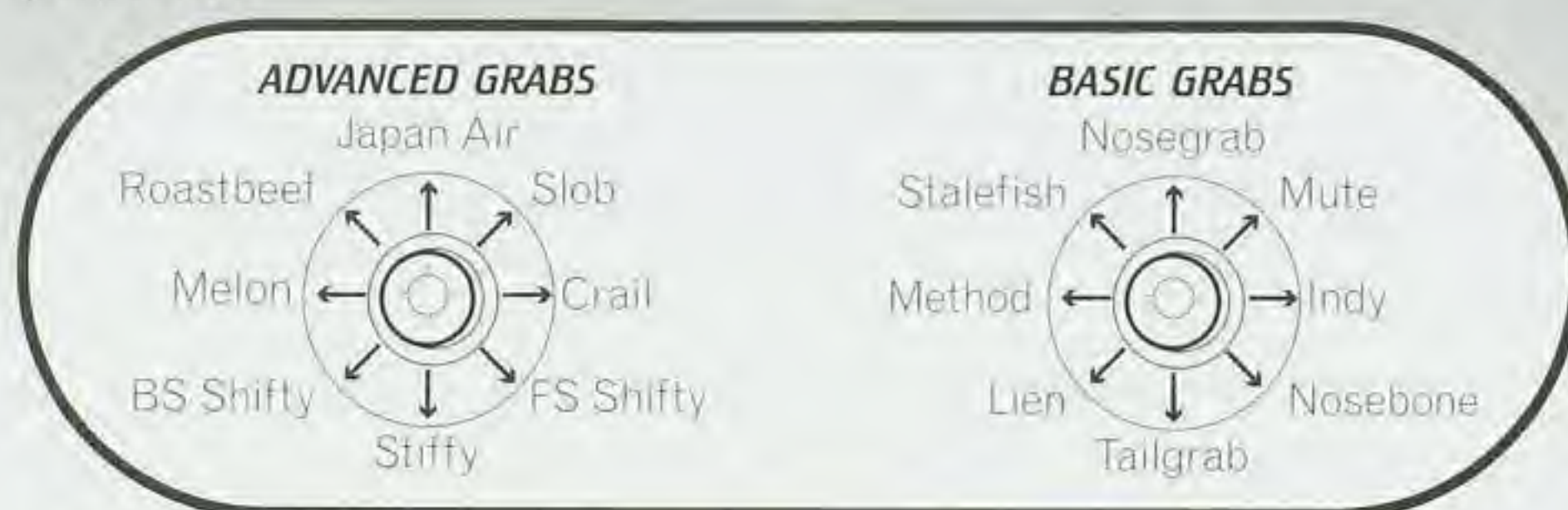
**Ripsey Flip** — Backside 720 Rodeo with a method grab

**Under Flip** — Front flip with a frontside 360 rotation or more.



## Grabs

After you ollie, use the right thumbstick to perform grabs. Moving and holding in one of the eight directions on the right thumbstick performs one of the basic grabs. Moving and holding in one of the eight directions on the right thumbstick while holding the right thumbstick button performs one of the advanced grabs. Each grab has different hold properties.



## Perfect Grab

Some grabs can be achieved quickly; others take more time to perform. Combine the grabs with spins and flips to achieve maximum points.

## Rails

Use a quick ollie to pop yourself up onto a rail, or if you're already in the air, press the Rail button to land on a rail and continue your combo. Balance on the rails by moving the left thumbstick left or right. Watch your position closely to see when you are getting off-balance. If you are off-balance for more than a second or two, you will fall from the rail.

When riding the rail, you can also use the left and right triggers to rotate your position. Be careful not to rotate too fast or you'll get off balance and fall. Use the Speed Boost on the rails to accelerate more quickly and set up big combos.

Set up for big tricks coming off the rails by pulling an ollie into a big spin or flip trick. Holding left or right on the left thumbstick as you ollie will not only spin, but also pull you left or right as you leave the rails.

## TIPS AND TRICKS:

- When combining spins with flips, try different angles to get different trick types.
- Combine grabs with spins and flips for maximum points.
- Hold grabs until you hear a sound indicator to score a Perfect Grab.
- Land straight to score a Perfect Landing for maximum points.
- Don't be afraid to leave the course and look for secret areas and huge hidden drops.
- If you can't find a Tour Goal, watch the intro for the level you are struggling with. The camera fly-bys often show you where to complete each goal.
- If you can land on it, you can probably rail it!
- Speed and ollie timing are the keys to big air.
- Fire pits are often used to indicate big gaps and secret areas. If you get close enough for your board to catch on fire, you will receive an additional trick multiplier to score maximum points.
- Every level has some type of shortcut — exploration is the key to finding them all.
- The amount of vertical drop you achieve in a jump factors into how much you score.

## MUSIC SOUNDTRACKS

You can edit the Music Soundtracks by going through the Options Menu or the Pause Menu.

### Edit Soundtracks

Select from any of the available soundtrack types, including Punk, Rock, Hip-Hop, Electronic and All. You can listen to any song in any soundtrack by scrolling through the list. Press up and down on the directional pad and stop on the song you would like to hear. Select and deselect songs by pressing left and right on the directional pad.

### Select Soundtracks

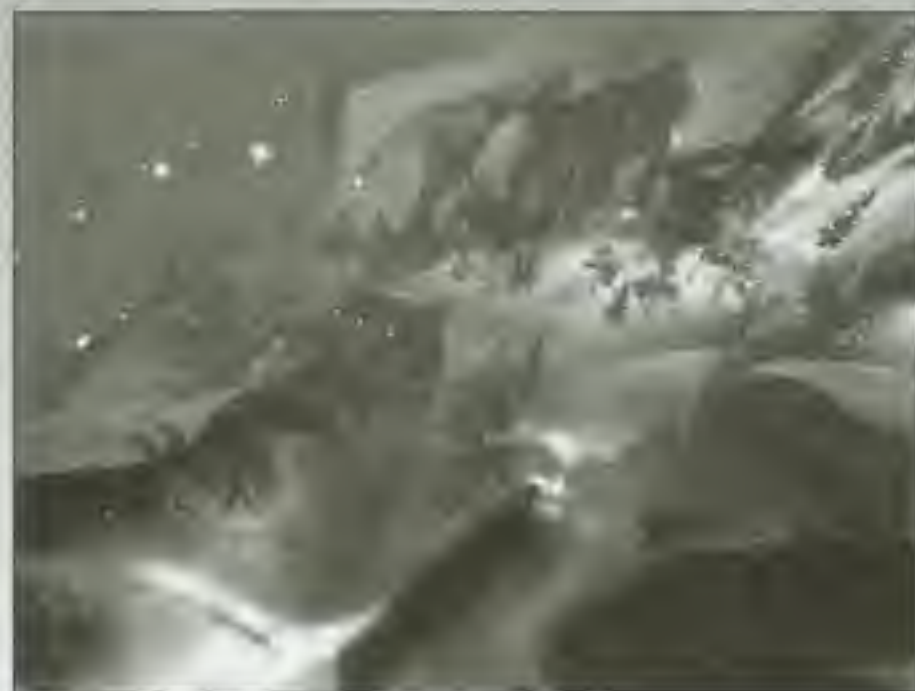
Select any of the available soundtrack types. If you have soundtracks saved to the Xbox hard disk, these are also included in the Select Soundtrack list.

### Level Themes

Each level also has a Level Theme soundtrack that you can select and edit in the same manner described above, only from the Pause Menu.

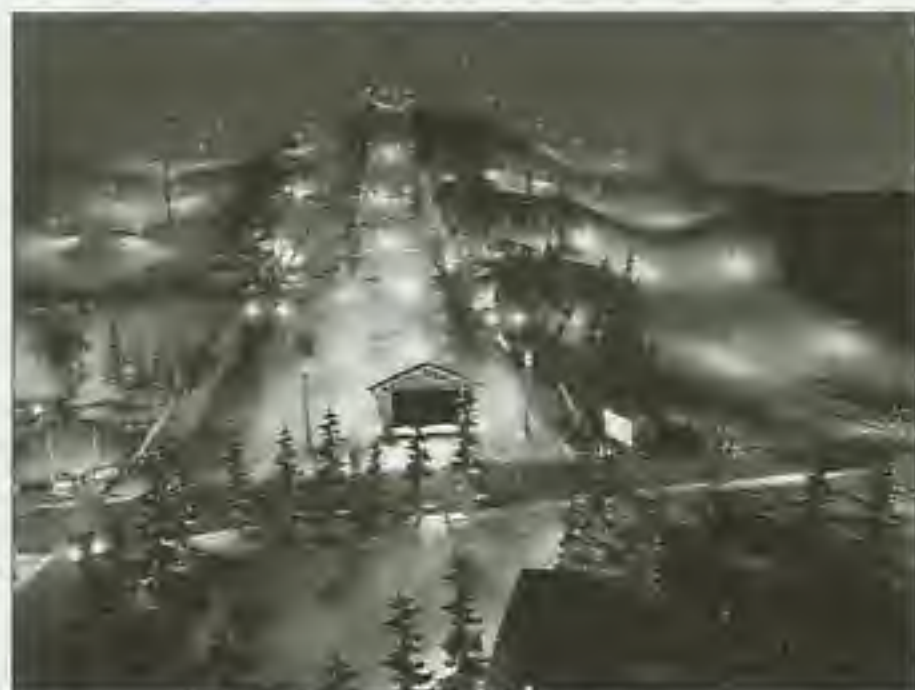


## LOCATIONS AND LEVEL TYPES



**Bavaria – Germany**  
**Slopestyle**  
0 Goals to unlock

Located in the southern German Alps, this level starts in a forest, continues to a resort area, and ends in a Bavarian village. It's cloudy and the temperature is about -5 degrees centigrade with snow flurries and howling wind.



**Lapland – Finland**  
**Straight Jump**  
6 Goals to unlock

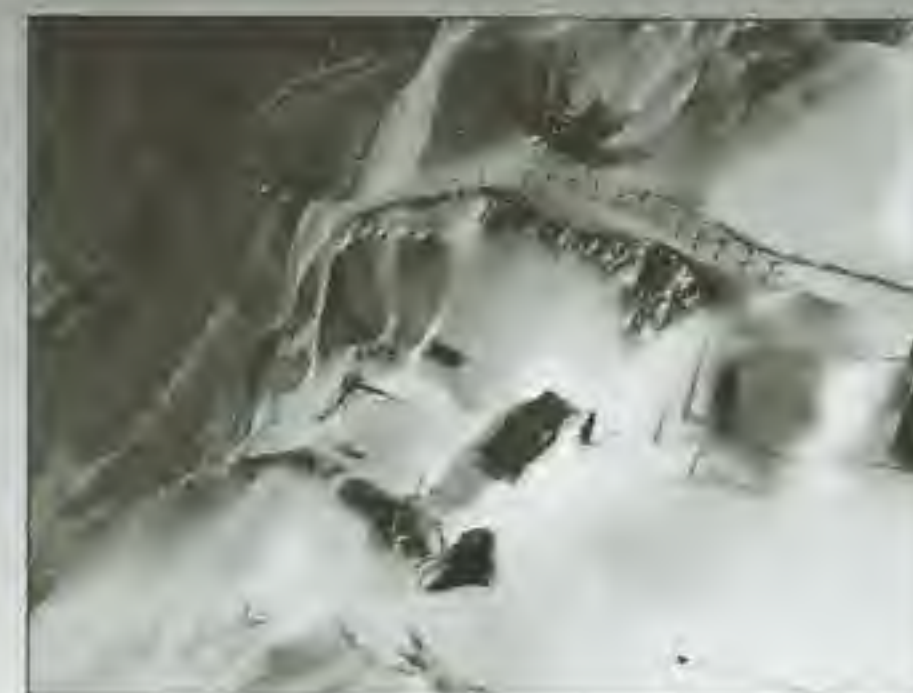
Launch off the top of this huge Nordic jump to give yourself a bit of boost. There are two types of steep jumps to hit — figure out which works best with your style. You're above the Arctic Circle now, so it's very cold and always dark outside in the winter.



**Karelian – Finland**  
**Halfpipe**  
10 Goals to unlock

Close to the Finland/Russia border, this is a natural halfpipe of mostly soft snow with some icy spots in the transition. It's a frigid day, but not too cold for the local snowboarders who created Karelian to be the best resort halfpipe in the world.

**Lost Resort – Austria**  
**Backcountry**  
15 Goals to unlock



This abandoned resort in Seefeld offers three distinct lines to the bottom. Can you master them all? Lots of hidden gaps, shortcuts and giant drops make this one of the premier levels in the game.

**TransWorld Summit– USA**  
**Boarder Rally**  
21 Goals to unlock



The most difficult race to win, TransWorld Summit offers a variety of options as you careen down the mountain. Go huge off the mega-kickers and over the bridges for big scores, or avoid the jumps and go under the bridges for the fastest times. Don't be afraid to crash through the Closed Slope shortcut!

**TransWorld Park – U.S.A.**  
**Slopestyle**  
31 Goals to unlock



A superb park located in the Rocky Mountains of the United States. This level has everything for a true freestyle snowboarder: huge kickers, rails, gaps, and quarterpipes. It's a sunny day and about 40 degrees — perfect conditions for a fun day of riding.





**Road Gap – Austria**  
**Straight Jump**  
**39 Goals to unlock**

Welcome to Innsbruck for a nighttime session of huge airs and giant gaps. Set up well off the first Road Gap to hit the second big Double Road Gap with lots of speed. It's cold and snowy, but don't let that stop you from a 100+ meter drop!



**TransWorld Pipe – U.S.A.**  
**Halfpipe**  
**44 Goals to unlock**

This huge American halfpipe is really two halfpipes in one. There are two sides with two major transitions from one side to the other. The walls are huge and steep, allowing for massive airs in the chilly winter conditions.



**Alps Road – Switzerland**  
**Boarder Rally**  
**48 Goals to unlock**

This run in Verbier has one problem — traffic. Avoid all the cars and make it to the bottom first. Look for the early shortcut through the heavy snow to set up all three Road Gaps.

**SLC Ghetto – U.S.A.**  
**Slopestyle**  
**63 Goals to unlock**



Look out for the 5-0 in this skate-style urban level set in Salt Lake City, Utah. Long rails and huge sets of stairs are the key features. Oh yeah, it's nighttime too!

**Train Gap – U.S.A.**  
**Straight Jump**  
**71 Goals to unlock**



It's a snowy night in the train yards of Chicago. Hit the big central jump, or look for other ways across the tracks. Don't get clipped by the trains or the game's over.

**Tokyo Indoor – Japan**  
**Halfpipe**  
**76 Goals to unlock**



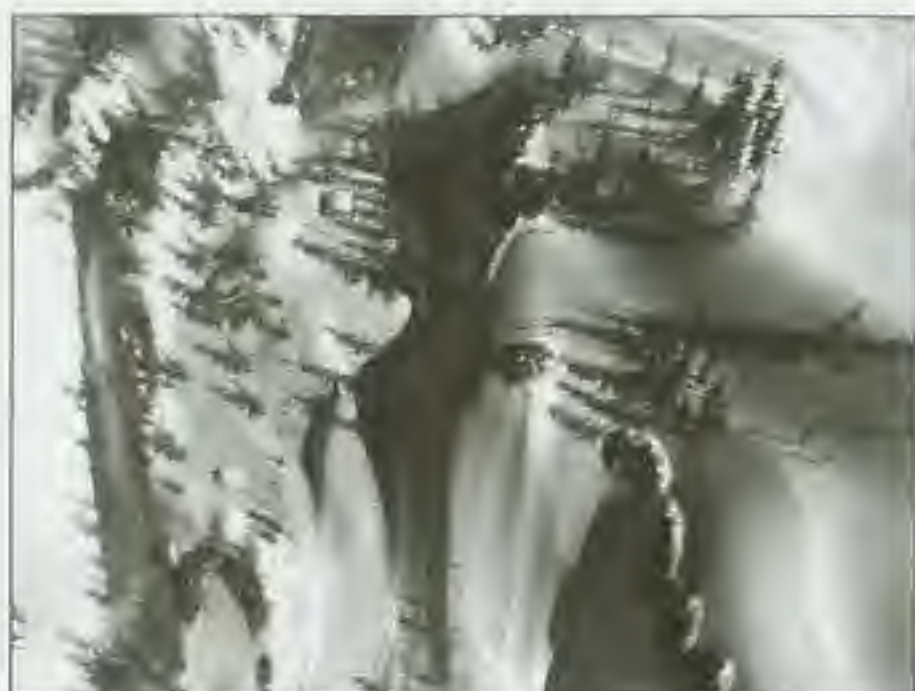
This pipe is indoors, located in the middle of the Tokyo metropolis. Look out for burning rails about 20 feet above the lip. See if you can find the secret area outside the pipe tonight, and look for the Car Gap at the bottom.





***The Tube – Japan***  
**Boarder Rally**  
 81 Goals to unlock

This spectacular indoor level in Hokkaido offers big jumps and crazy rails. This is one of the longer levels in the game, so try to build up a lead while still doing some tricks to increase your Speed Boost.



***Canadian Rockies – Canada***  
**Slopestyle**  
 98 Goals to unlock

Caution — this level contains huge vertical drops and dangerous cliffs! There is a small abandoned village at the top of the level. It's a cold winter day with some snowfall and wind.



***Helidrop – U.S.A.***  
**Backcountry**  
 107 Goals to unlock

This giant mountain in Alaska has some of the best helidrop riding in the world. After making it through the Ice Cavern, look for the hidden route, complete with oil pipe rails that you can launch off for huge combos.

***Alpe D'Huez – France***  
**Boarder Rally**  
 116 Goals to unlock



Set in the resort town of La Clusaz, France, this is one of the most difficult levels. The sun is shining and the snow is starting to melt, creating tricky conditions. If you find the Broken Bridge Gap, be sure to perform a good ollie or you'll be scraping yourself off the rocks.

***PRO SNOWBOARDER BIOS***

***Jussi Oksanen***

Jussi's dominated the big-air circuit for years with show-stopping moves like his token switch backside nines. Oksanen is no one-hit-wonder boy — he excels at transitions, regularly making the half-pipe finals, and dominating slopestyle as well. Jussi commands respect in all disciplines of the sport, and if there's a kink in his Finnish armor, it hasn't shown yet. Oksanen continues to exercise his dominance in the backcountry and wrecks handrails on the regular.



***Andrew Crawford***

Andrew Crawford respects versatility. It's a standard he even holds to himself — mixing things up by bringing technical park prowess to the backcountry and a playful, pro-shred outlook to the tanning salon he owns in Salem, Oregon. Born and raised in Montana's Rockies, 24-year-old Crawford now calls the Cascades home and spends his off-time doing burnouts around town in his purple Camaro. Look for Andrew annihilating park rails or peeling wheels in the car lot at a mountain near you.







### **Tina Basich**

Every winter could be her best yet — that's what keeps Tina Basich stoked. As one of snowboarding's true veteran pros, she's been there and done that. From designing her own pro-model boards to leading women's snowboarding by example, Tina has earned her place in the sport's history books. Don't

let her cuteness fool you — she's a fierce competitor and ready to charge the jumps, the powder, or the pipe. She's proven herself time and again, yet still likes to get into the mix — any time is go time for Tina B.!



### **Wille Yli-Luoma**

Wille's best known for exploiting his technical mastery in the powder and going big. No stranger to pain, he's literally lost teeth overshooting landings. Wille's bag of tricks is a heavy one. Conceived and compiled in his hardpacked Finnish homeland, Yli-Luoma often stomps every variation of a seven in a

single session. While powder may be his preference, slaying rails and crushing the park is all part of the plan for Yli-Luoma.



### **Peter Line**

Peter Line is practically the same kid you give wedgies to at school because he's "different." Guess what, now he's filthy rich, doesn't have to do anything he doesn't want to, and always looks like he just woke up. Oh yeah, Peter straight kills everything on a snowboard: disorganized contests and halfpipe walls to backcoun-

try kickers and video parts. Featured in countless Mack Dawg Productions, *uh*, productions, such as *The Resistance*, *Technical Difficulties*, and *Simple Pleasures*, his compact build is lethal for all-out attacks on any terrain, with signature moves like misty flips and off-axis spins. Seeded, fertilized, and sprouted up in Pennsylvania, he's firmly planted and flowering in Washington state.

### **Todd Richards**

One of the winningest men in snowboarding, TR's taken home fistfuls of titles over the years — Triple Crowns, U.S. Opens — anything and everything. Originally out of Paxton, Massachusetts, Todd spends family time on the beaches of Encinitas, California, and shred time in parks and pipes all over.

Just one in his massive bag of tricks, Richards' signature move is the infamous wet cat 900 in the pipe, which he pulls just slightly more often than his *other* move — hitting the panic button.



### **Kevin Jones**

Kevin Jones is undoubtedly one of the most popular snowboarders of his time. From out-of-bounds 900s to contest-winning frontside 1080s, K.J. throws nothing but hammers. Spinning 450 board-slides like a walk in the park, Jones has all the ultra-technical rail maneuvers on lockdown, as well. Kevin is unstoppable.

Combining exceptional style and grace under fire, he's usually the crowd favorite at any event.



### **Barrett Christy**

Barrett is bad. With a slew of shred titles to her credit — including ten Winter X-Games medals in all three disciplines — she's a one-woman stunt show. Barrett represented the U.S. at snowboarding's Olympic premiere in Nagano and remains a progressive force in the sport. She's circling the globe chasing dollars and glory in big air and halfpipe.

Flips, spins, and powdery chutes — right now speed-checking is out of the question, Barrett has both feet on the gas pedal.







### **Nicola Thost**

Among the European snowboarding elite, Germany's Nicola Thost is a heavyweight. Her large, commanding style and ruthless way of getting the job done earned her the first-ever Olympic gold medal for women's halfpipe in 1998 — and those first-place trophies keep coming in. Nicola's done a round or two

with injuries, but she always comes out the winner, with a new love for snowboarding to boot. Sports magazines worldwide, as well as more, *uh*, "lifestyle-oriented" publications, have given her exposure — so keep an eye out.



### **Daniel Franck**

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 831-461-5080, records@sessions.com



"Nothing at All", "Railed", "Conspiracies are Free"  
 Performed by Downway, Written by Downway  
 Produced by Russ Rankin  
 Sessions Records, 831-461-5080  
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"Sunday Again"  
 Performed, written, and produced by Fury 66  
 Sessions Records, 831-461-5080  
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"Angel Heart"  
 Performed and written by Hopelifter  
 Produced by Andy Earnst and Hopelifter  
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"Holla At A Playa"  
 Performed by Jim Crow  
 Written by Jamal Jones for Showdy Pimp Music (ASCAP), Damon  
 Green for Brown Liquor Party (ASCAP), Ricardo Lewis for Buddy Ro  
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 www.jim-crow.com

"Black Dahlia" and "These Wars"  
 Performed and written by Lonely Kings  
 Produced by Cameron Webb & Luke Pabich  
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"A Beautiful Thing"  
 Performed by Essential Grooves  
 Written by ENO DNA, Music by Alfa One Seven  
 Produced by Alfa One Seven  
 Base 9 (c) 2000/2001 Shane Ries, www.base009.com  
 909-859-6563, base009@aol.com

"Arab Trak", "Chill Track", "Payback's a Bitch",  
 "Saturday", "The Mummy", "Triton Beat", "VIP",  
 "The Game", "1, 2, 3 MC's", "No More Me"  
 Performed by MyG, Written and Produced by MyG  
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